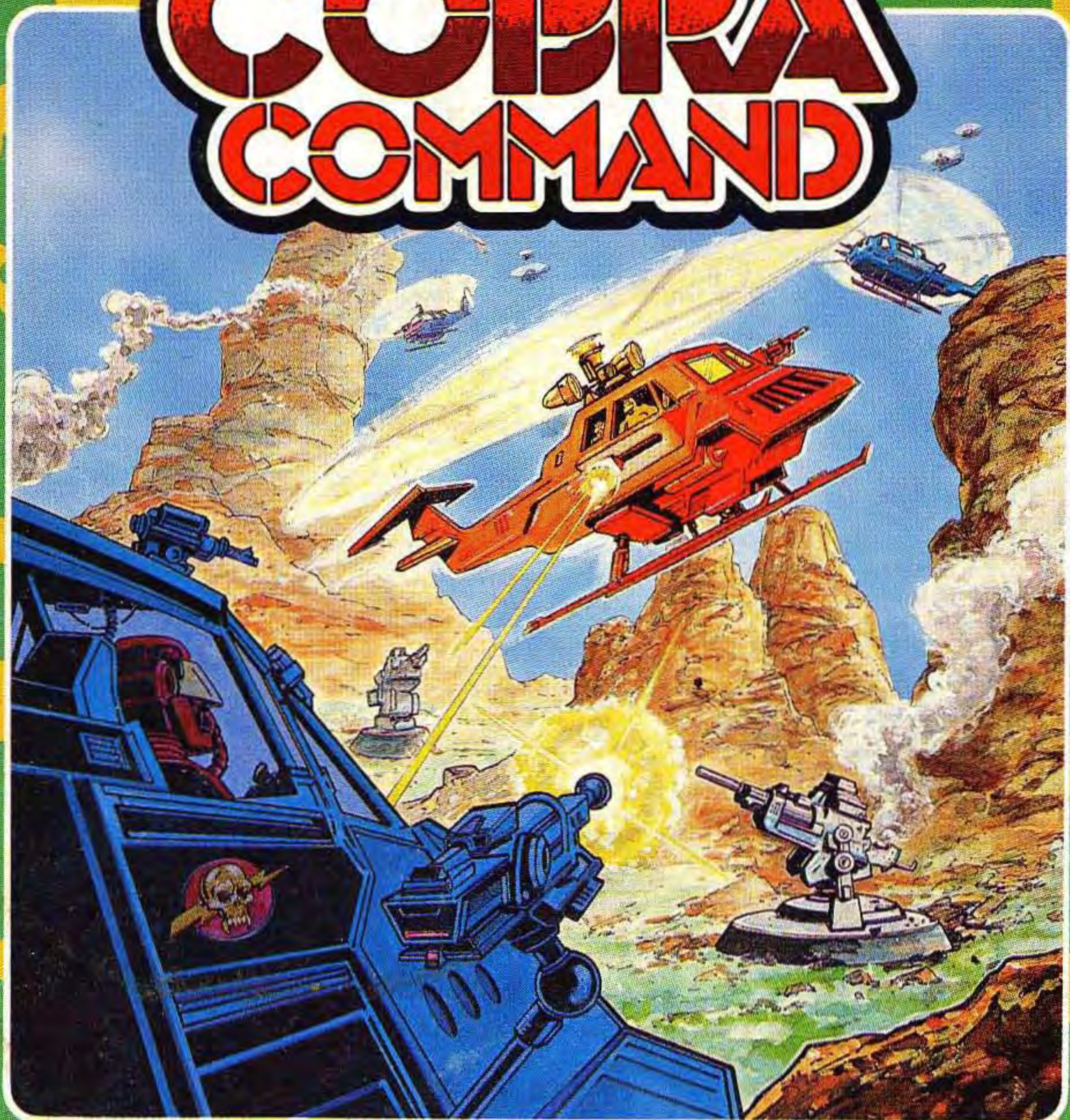
NES—CN—USA

COBRA COMMAND™



INSTRUCTION MANUAL

DATA EAST®

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Nintendo
ENTERTAINMENT SYSTEM®

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

The most advanced Cobra attack helicopter ever built is at your command – ready to take to the skies on a daring rescue mission! You'll fly alone into a deadly no-man's land where enemy choppers, tanks, soldiers, cannons, and warships are all aiming to blast you out of the sky. Helpless hostages are counting on you to rescue them, as you make your way to enemy headquarters for your final assault!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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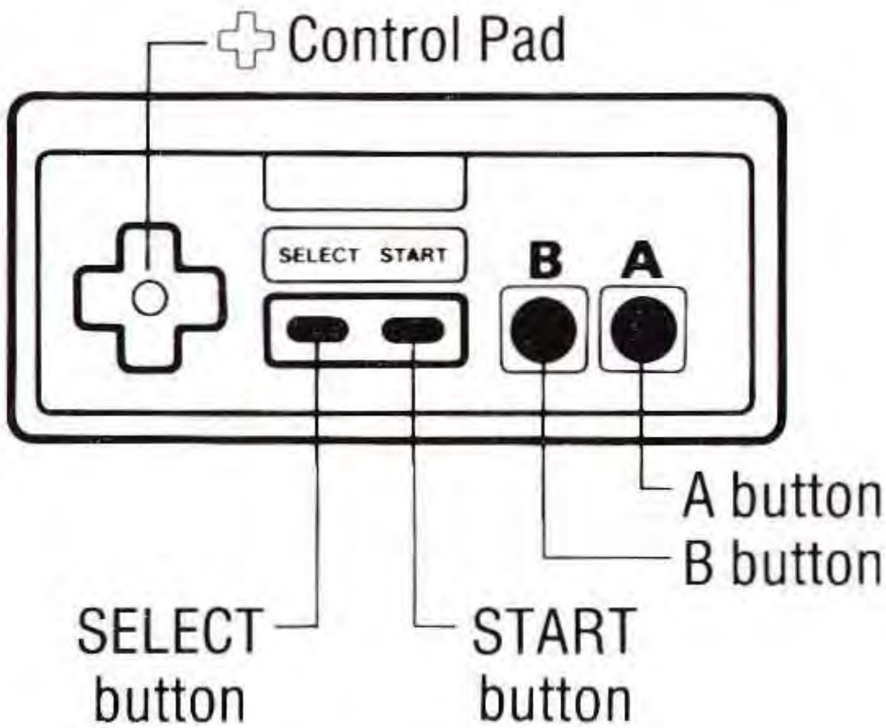
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

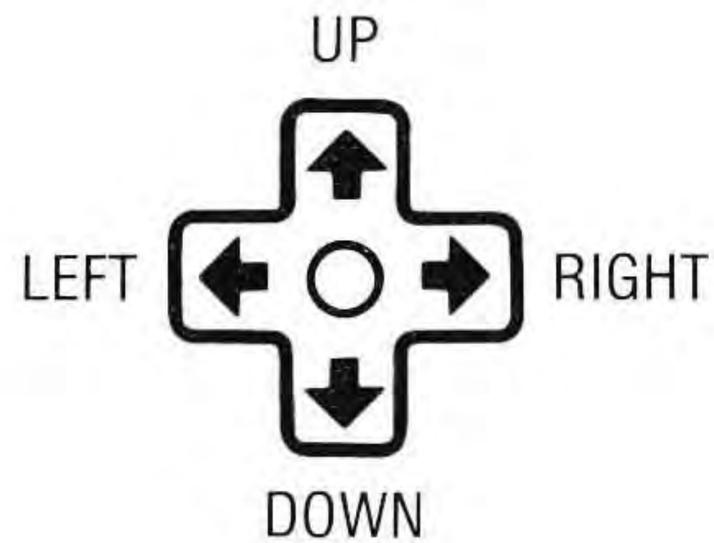
Controller 1 – For 1 player game
Controller 2 – Not used – no second player

Controller 1/Controller 2



Control Pad

Moves the helicopter.



A button: Press to shoot missiles.
B button: Press to shoot bullets.

Select button: Press during game play to make the Sub-Screen appear.

Start button: Press to begin playing. During game play, press to change the direction of the helicopter's movement.

3. THE SUB-SCREEN

Five items are shown on the left side of the Sub-Screen. Press the Control Pad up or down to select an item.

Each item also has sub-items, which can be selected by pressing the Control Pad to the right or left.

1) GUNS

Single: A single bullet.
Dual: Two-way bullets.
ATG: A single bullet which penetrates enemies.
Auto: Continuous bullets (keep pressing B button).
3 Ways: Three-way bullets.

2) MISSILE

Mono: A single missile.
Twin: A double missile.
Homing: A missile with an adjustable descent distance, which you control by timing your release of the A button.
Homing 1: A single homing missile.
Homing 2: A double homing missile.
Firebomb: Greater destroying power.
Mines: A triple mine.

3) ARMOR

Without armor, your helicopter is destroyed by four hits. Some missiles may cause two hits of damage with a single hit.

Armor: Increases durability to five hits.
Super: Increases durability to six hits.
Hyper: Increases durability to eight hits.

The armor is automatically outfitted when you select it.

4) ENGINE

Normal: Lowest speed.
Turbo: Fast speed.
Super: Faster speed.
Hyper: Fastest speed.

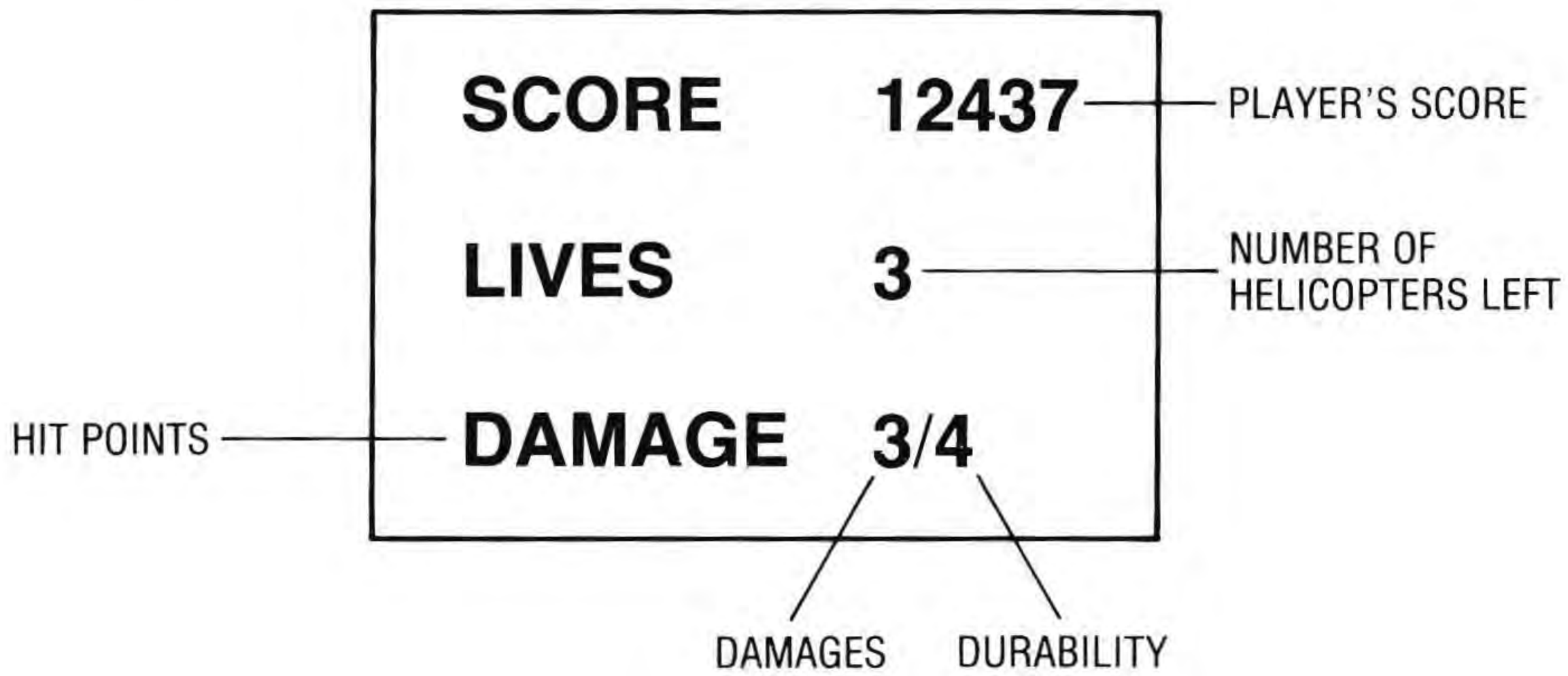
5) RESCUE ITEMS

Rope: Longer than the Ladder, but the hostage you are rescuing cannot climb it as fast.
Ladder: Shorter than the Rope, but the hostage can climb it faster.

The other four items are indicated on the right side of the screen, and the sub-items of each appear when you press the A button once. When you press the A button twice, the sub-items disappear.

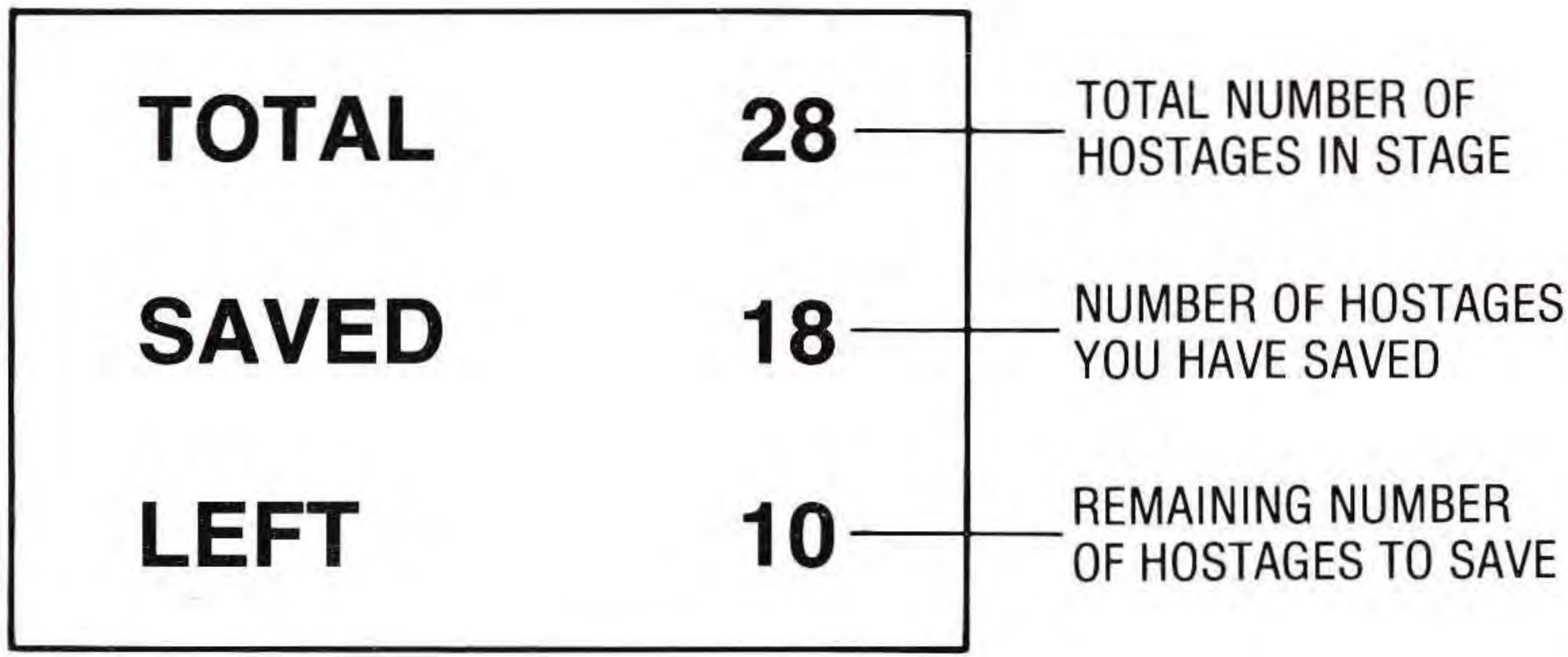
1) SCORE

The detail screen appears when you press the A button.



2) HOSTAGES

The detail screen appears when you press the A button.



3) MESSAGES

Select Message to make messages appear. If ▼ appears at the bottom of a message, press the A button and the message will continue.

4) EXIT

Select Exit to return to playing the game.

4. GAME STAGES

There are six stages of game play.

STAGE 1: SUMATRA

There are twenty-four hostages in this stage. You must save them all.

Fly through the jungles and marshes to find the enemy fortresses hidden underground. Secure the fortresses to refuel and collect these weapons: Turbo Engines, Dual Guns, and Twin Missiles.

STAGE 2: JAVA

There are thirty hostages being held in Java.

Here you will fly over many strange ruins to find and destroy the enemy fortress. Be careful of the tanks, as they are difficult to destroy. Secure the enemy depot to pick up these weapons: Super Engines, Fire Bomb, Armour, and Homing Missiles.

STAGE 3: BORNEO

This stage has thirty hostages. You must find the secret underground weapons factory. Night has fallen, and the enemy is hiding. Be careful!

Secure the weapons factory to pick up these new weapons: Hyper Engines, Mines, Ladder, Anti-Tank Guns, Homing Missiles 1.

STAGE 4: SOUTH CHINA SEA

There are thirty-eight hostages here. Proceed across the sea and save the hostages at Ca Mau. You will be up against a powerful enemy fleet.

Secure the enemy depot to pick up these weapons: Auto Guns and Homing Missiles 2.

STAGE 5: SIAM

You will find thirty-two hostages in this stage. Fly across the plateau to reach the enemy headquarters just beyond it.

Secure the enemy depot to collect these new weapons: 3-Way Guns and Hyper Armor.

STAGE 6: ENEMY HEADQUARTERS

Your most difficult mission: defeat and capture the enemy's home base!

PLAYING HINTS

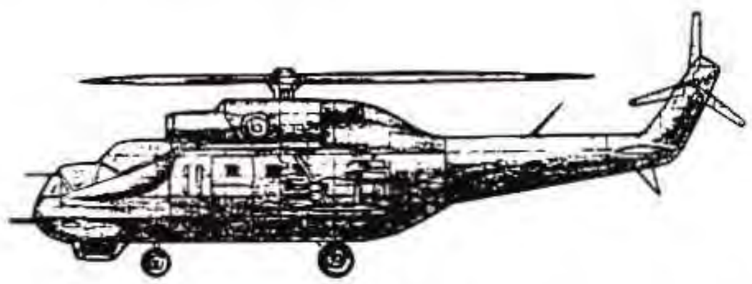
In some stages, there are hidden tunnels you can enter by shooting certain huts, buildings, etc. There you will find fuel, weapons, and hostages.

In Stage 4, shooting the back of the destroyer will allow you to enter the ship.

CONTINUE MODE

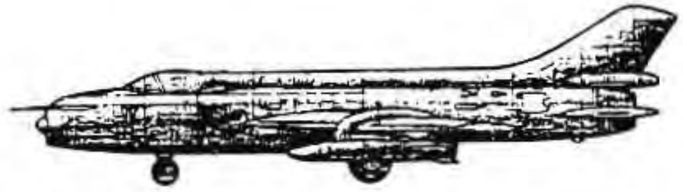
The game ends if you lose four helicopters. However, you can continue playing by selecting YES in the Continue Mode. Press the Control Pad up, then press the A button.

5. ENEMIES



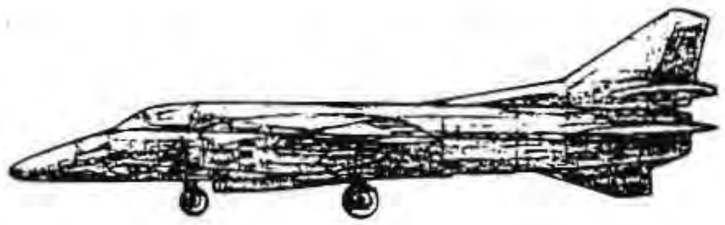
Helicopter: Appears in Stages 1, 2, and 3. Attacks with missiles and bullets.

Gun Soldier: Shoots bullets.



Jet Fighter: Appears at high speed, and can make a U-turn to attack.

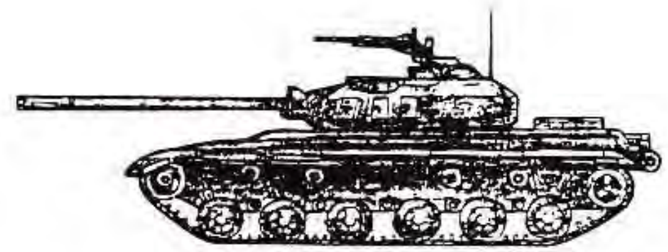
Missile Soldier: Shoots missiles.



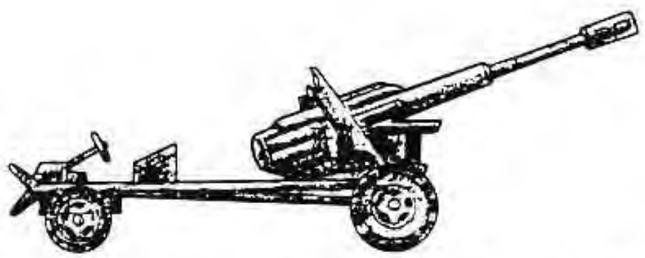
Speed Fighter: Attacks very quickly and suddenly.

Bomb Soldier: Throws bombs, which cause twice the damage of bullets.

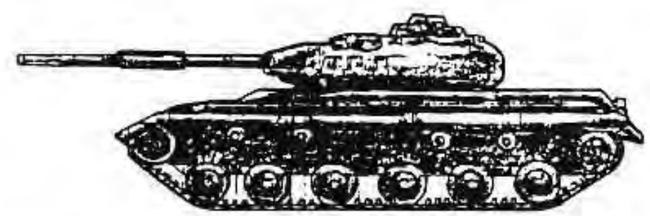
Stationary Cannon: Stays in one place and shoots bullets in an arc.



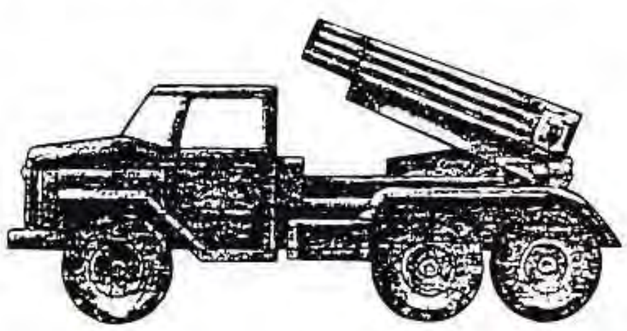
Tank: Shoots bullets with a moving turret.



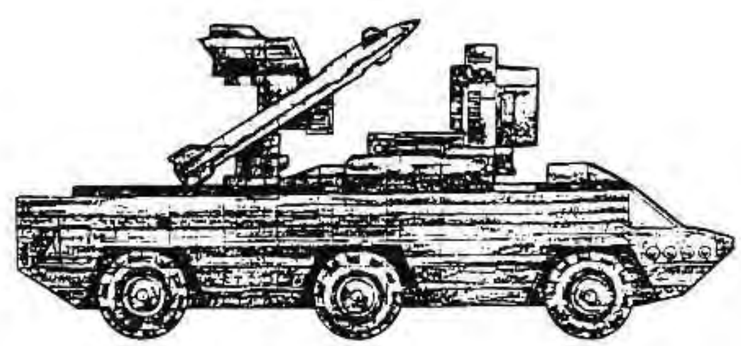
Mobile Cannon: Moves right to left and shoots bullets in an arc.



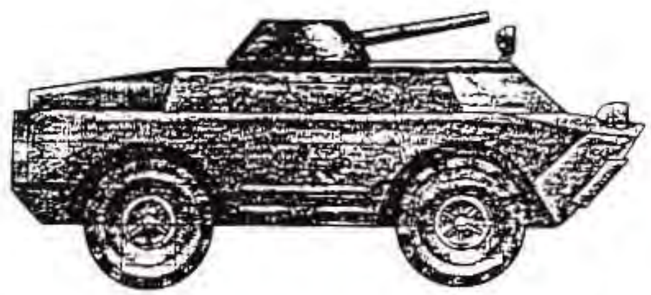
Missile Tank: Shoots homing missiles.



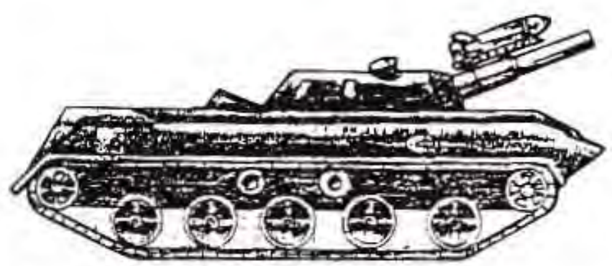
Missile Truck: Moves right to left and shoots missiles.



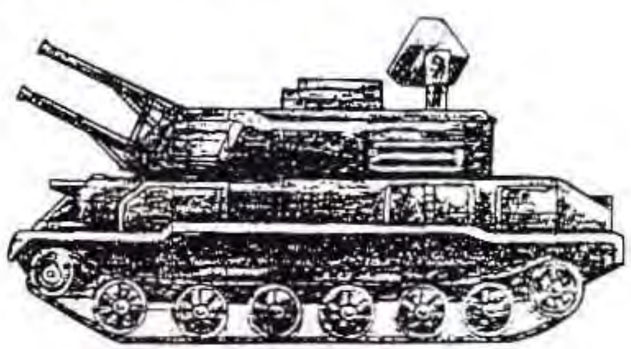
Missile Car: Stays underground in Stage 1. Shoots missiles.



Tank Car: Stays underground in Stage 13. Shoots bullets.



Missile Carrier: Stays underground in Stage 1. Shoots missiles.



Super Tank: Stays underground in Stages 3 and 5. Shoots bullets continuously.

Gun Boat: Smallest enemy in Stage 4.

Mini-Destroyer: Medium-sized enemy in Stage 4.

Super-Destroyer: Biggest enemy in Stage 4.

Submarine: Appears unexpectedly on the surface of the sea.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

DATA EAST USA, INC.

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